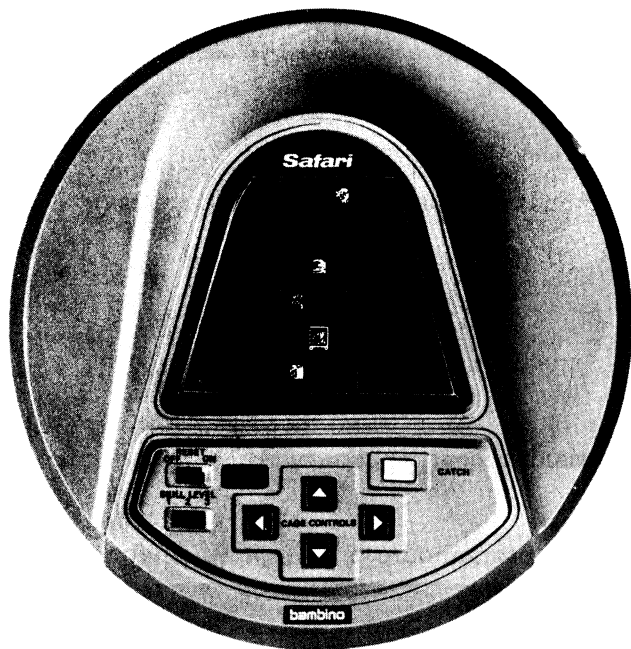


Safari™

GAME INSTRUCTIONS

FIRST AND ONLY SAFARI GAME WITH:

- ★ Lifelike action – you see the animals move across the display to avoid the game hunter, the cage slide towards the animals as you attempt to capture them, and the gate close, locking the animals inside the cage.
- ★ You control all strategical and directional movements of the cage.
- ★ Independent 4-way directional controls for the cage movement.
- ★ All the action and animals of a real safari in the jungle.
- ★ The only safari game in which you can see and control all the lifelike action.



REVOLUTIONARY FEATURES

- ★ First And Only Safari Game In Which You Can See The Animals, The Cage, And The Closing Of The Gate As You Capture The Animals.
- ★ First And Only Safari Game In Which You Control All The Strategical And Directional Movements Of The Cage.
- ★ World's Smallest Graphic Color Display.
- ★ Revolutionary Computer-Game Functions.
- ★ First Computer-Game With A Micro-processor Unit.
- ★ Unlimited Variety Of Computerized Plays Every Safari.
- ★ Musical Electronic Sound Effects Expressing All Computer Functions.
- ★ Highest Quality Electronic Components And Impact-Resistant Case.
- ★ 120-Day Limited Warranty.
- ★ Every Safari Your Score Varies Depending Upon The Unlimited Computerized Plays.
- ★ No TV Set Needed.

POWER SUPPLY

BATTERIES

4 "C" (1.5 volts x 4)

AC ADAPTER

SPECIAL ADP-E 0630 suc or ADP-E 0620 qfk

Both sold separately.

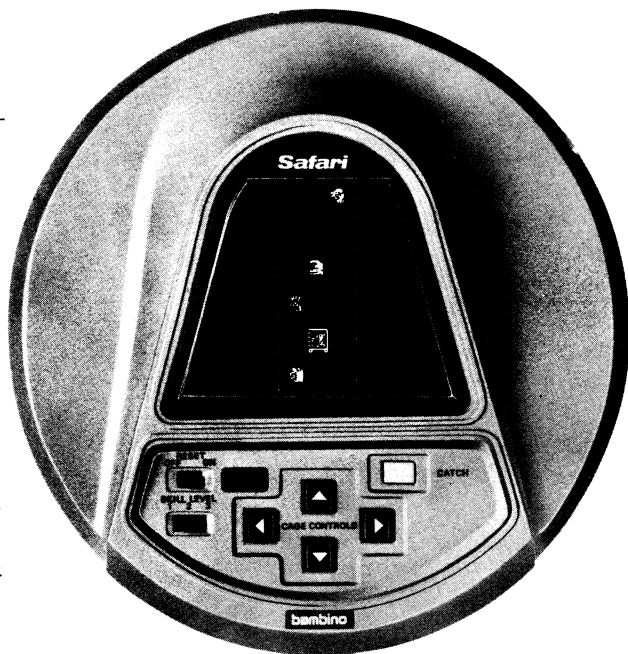
BATTERY INSTALLATION

To insert the batteries, slide out the battery door on the back of the game and insert four (4) "C" batteries correctly, by following the directions inside the battery box. Replace the battery door and your game is ready for play.

INTRODUCTION

Bambino's Safari™ Game has the world's smallest graphic color display with revolutionary computer-game functions. This is the first hand-held color video game with a microprocessor unit. Every time, every game—the animals appear in different places and at different times, as determined by the over 100 million computerized plays! You control the direction of the cage and the capture of the animals by means of the Cage Control Keys and the Catch Button. The computer controls the action of the animals.

Bambino's Safari™ is hours of continuous fun! Control your cage and guide it across the jungle to capture as many animals as possible, and to outsmart the computer brain. It has all the action of a real safari in a jungle. Your strategy and score will be different each and every time you play. Match your skill against the computer brain. Challenge your friends and see who's the Big Game Hunter.



QUICK OPERATING INSTRUCTIONS

① ADJUSTABLE SKILL LEVEL CONTROL

The speed of the animals' appearance on the display can be increased to add more challenge to the game.

② POWER SWITCH

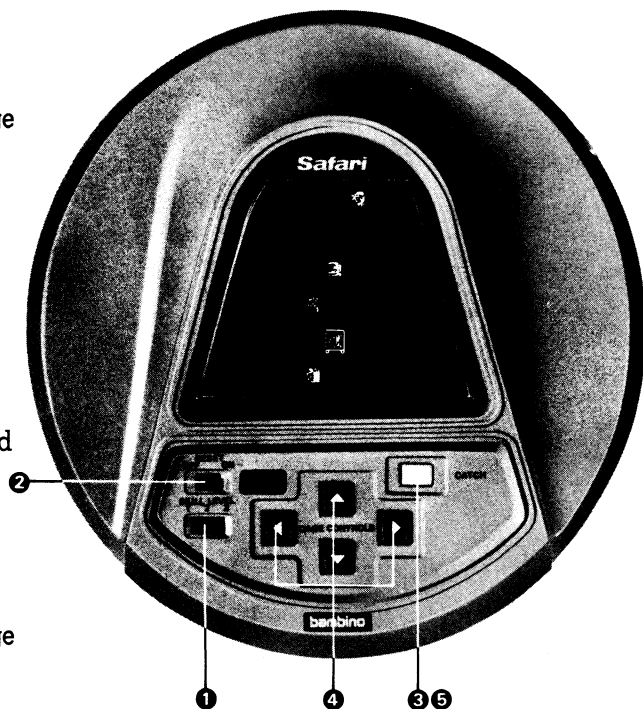
Simply turn the power from "OFF" to "ON" and your game is ready. To reset, just turn the game "OFF" and then "ON" again to start a new game.

③ START BUTTON

To start any game, press the Start Button and wait for the "Start" tune to finish.

④ CAGE CONTROL KEYS

Control the movement and direction of the cage across the jungle. The cage will move 1 space for each push of the key. Move the cage forward, to the left, to the right, or backward!



⑤ CATCH BUTTON

Every time you successfully maneuver the cage over an animal that is lit up, press the Catch Button to score points and to see the

gate close on the animal. Be careful — if you press the Catch Button and miss the animal, you will lose points.

OPERATING INSTRUCTIONS

OBJECT

To maneuver the cage successfully over the lit up animals and to capture them by pressing the Catch Button, scoring as many points as possible within game time.

- 1) Select the skill level for competition. (1, 2 or 3)
- 2) Turn the Power Switch "ON".
- 3) Press the Start Button.
- 4) Decide your strategy and maneuver the cage across the jungle.
- 5) When the timing is right and you have the cage over a lit up animal, press the Catch Button to score.
- 6) Remember, if you press the Catch Button too early or too late, you will lose points.
- 7) Score!
- 8) The digital score will constantly change,

depending on the success of your game hunting attempts.

- 9) Try to score the maximum of 99 points in 90 seconds to beat the computer brain. You can never completely master Safari™, because the computer is constantly changing the plays to make the game more interesting and enjoyable.
- 10) Game play continues either for 90 seconds or until you score 99 points, whichever comes first. If you score 99, change the skill level and attempt to outsmart the computer brain once again.

DESCRIPTION OF PARTS

ADJUSTABLE SKILL LEVEL CONTROL (1, 2, 3)

The speed and frequency of the animals' appearance on the display can be increased to add more challenge to the game. Compete with the computer brain and then challenge a friend to see who's the Big Game Hunter.

Skill Level and Category:

- 1) First-Time Hunter
- 2) Amateur Safari Hunter
- 3) Big Game Hunter

POWER SWITCH (ON, OFF)

Switch the button "ON". After you finish a game, turn it to the "OFF" position. To play a new game, turn the button "ON" again.

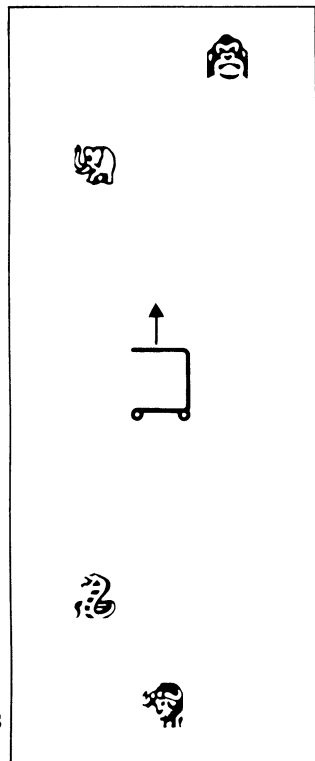
CAGE CONTROL KEYS

These control keys determine only the direction in which the cage moves. The cage will move 1 space for each push of the control

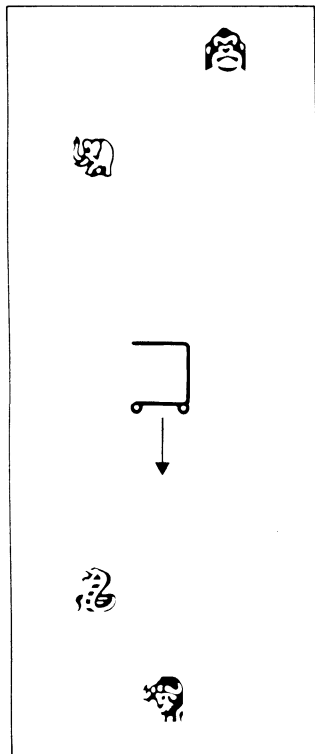
key. If you move successfully over a lit up animal, then attempt to score by pressing the Catch Button.



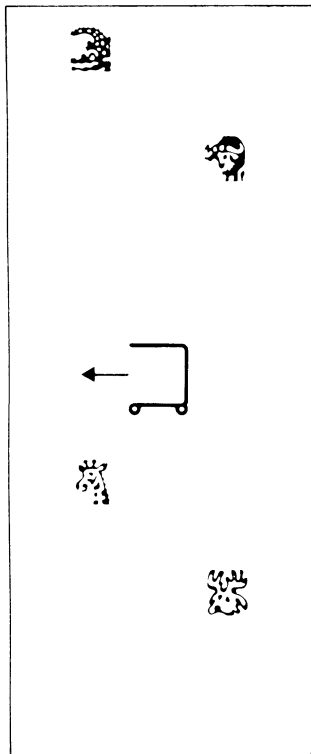
Cage moves forward across the jungle.



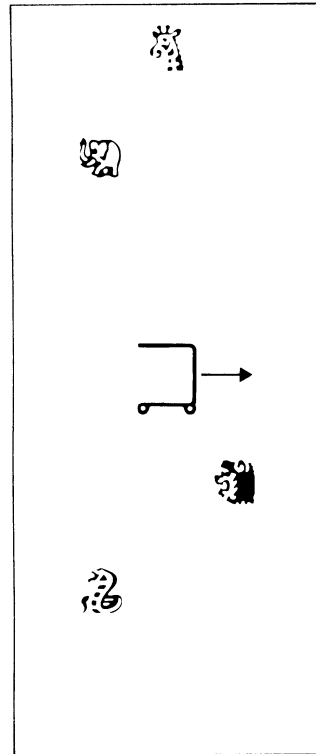
▼ Cage moves backward
across the jungle.



◀ Cage moves across the
jungle to the left.



▶ Cage moves across the
jungle to the right.

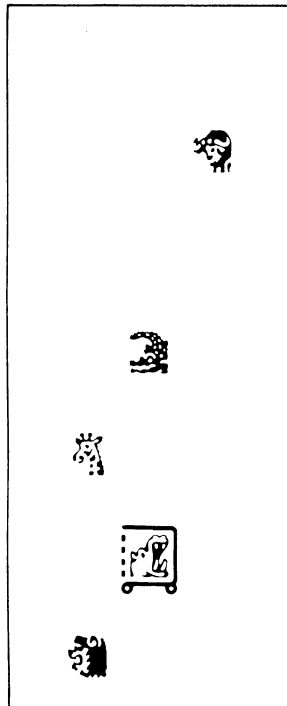


START/CATCH BUTTON

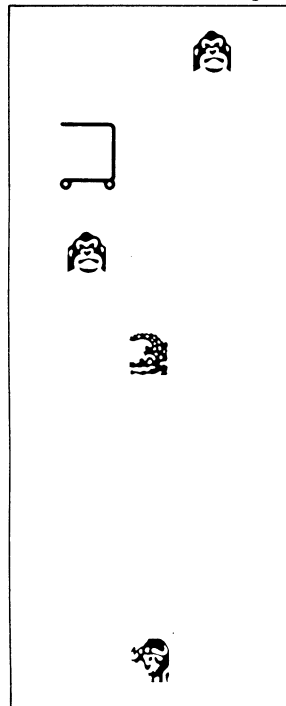
To start any game, press the Start Button and wait for the "Start" tune to finish.

Every time you successfully maneuver the cage over an animal that is lit up, press the Catch Button to score points and to see the gate close on the animal. Be careful — if you press the Catch Button after the animal has disappeared, you will lose points. If the animal is caught, the "Score" tune will indicate the successful catch and the score will immediately register on the display. If the animal is not caught, the "Miss" tune will indicate the miss and the score will immediately register the penalty.

Successful Capture



Unsuccessful Attempt



DIGITAL SCORE

The computer keeps a record of the points

you gain or lose every time you press the Catch Button.

ANIMALS' VARYING ACTION

The animals appear at different times, at different places, and for varying periods of time during each and every game. Sometimes more animals will appear on the display than at other times.

SCORING

Every time you successfully capture an animal, you will score two (2) points regardless of the skill level. As you are attempting to capture the different animals, the computer is keeping track of how many times you have successfully captured or missed an animal. If you successfully capture a certain number of animals without missing, then you may receive bonus points. (See Chart Below). In order to score bonus points, you must capture an animal in one of the bonus spots – the upper right or left-hand corner or the lower right or left-hand corner of the display. When you have caught seven (7) animals consecutively without a miss, the eighth catch will score ten (10) points rather than the normal two (2) points, provided it is a bonus animal.

BONUS SCORING

The bonus counter is continually checking the number of successful catches you have made. Every time you miss an animal, the count will change. If you catch seven (7) animals consecutively without a miss, then on your eighth attempt, you capture one of the bonus animals, you will receive ten (10) points. Remember that bonus animals appear only in the upper right or left-hand corner or the lower right or left-hand corner.

BONUS COUNTER

Number of Times Catch Button is Pressed	Number of Captures That Count Towards The Bonus	
	If there are no misses	If there are misses
1	1	1
2	2	2
3	3	- (miss)
4	4	1
5	5	2
6	6	3
7	7	4
*8	0	- (miss)

* When an animal in one of the four bonus spots is caught, the bonus counter becomes 0 and 10 points are scored.

PENALTY

Points are deducted from your total score whenever you press the Catch Button but miss the animal. The number of points lost depend on which skill level you are playing and the total points at the time of the miss.

PENALTY CHART

Skill Level	Points	Penalty
1	0 – 89	4 points
	90 and over	9 points
2	0 – 89	4 points
	90 and over	9 points
3	0 – 93	8 points
	94 and over	13 points

THE ANIMALS

The kinds of animals which appear on the display and the length of time for which they appear are different each and every game. The computer randomly decides how the hunt will progress during each game. The number of animals which appear on the display at one time depends on the skill level of play. At skill levels one (1) and two (2), four animals appear; on skill level three (3), three animals appear.

END OF GAME

There are two ways for the game to end. Accumulate 99 points and the “You’re a Winner” tune will be heard, indicating that you have successfully outsmarted the computer. But if you cannot score 99 points within 90 seconds, then the computer wins and the “Game Over” tune will be heard. When the game is over, your score and your last play will blink on and off the display.

SPECIAL PLAY INFORMATION

- ★ Do not change the skill level once the safari has begun.
- ★ You are competing not only against the computer brain but also against time.
- ★ Every time you successfully capture an animal, you will receive 2 points.
- ★ Every time you press the Catch Button and miss the animal, you will receive a penalty.
- ★ If you are careful and score 7 consecutive catches without a miss, you can receive 10 points by capturing a bonus animal on your next try.
- ★ The computer always controls the appearance and disappearance of the animals.

HOW TO CARE FOR YOUR SAFARI™ GAME

- 1) Do not leave the batteries in the unit for prolonged periods of time.
- 2) Do not open or disassemble the unit for any reason; it contains no serviceable parts. See the 120-Day Limited Warranty.
- 3) Do not leave the game in wet, dirty or excessively hot places.
- 4) Play with it often!

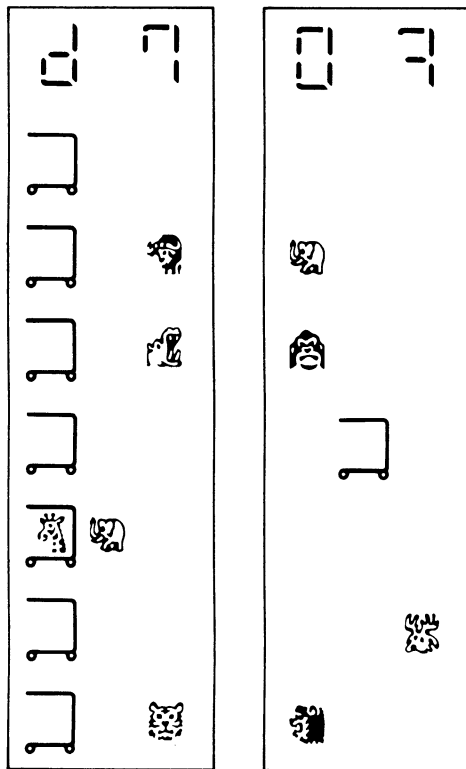
IMPORTANT NOTICE

If the game appears to be malfunctioning, this is the first sign of battery wear. Replace the batteries and your game should function perfectly once again. If you still cannot get your game to work properly, please reread the instructions carefully to make sure you understand how it operates.

BATTERY DRAIN

When your batteries begin to wear out, many animals and cages will appear on your display screen. The same patterns will not appear every time. Sometimes more animals and cages will appear than at other times, depending on the computer. As the batteries wear out, the game will become difficult to reset. You will hear a "Game Over" sound before the battery drain patterns appear. It will become exceedingly difficult to play the game; so just replace the batteries and your Safari™ Game will function perfectly once again.

FOR LONGER BATTERY LIFE,
WE RECOMMEND USING
ALKALINE BATTERIES.



120-DAY LIMITED WARRANTY

Bambino, Inc. warrants each SAFARI™ game against factory defects in material and workmanship for 120 days from the date of purchase. This LIMITED WARRANTY extends to the original consumer purchaser only.

If the product fails to operate properly during this 120-day warranty period, it will either be repaired or replaced (at our option) without charge to the purchaser, if, within 10 days after such failure either returned to the dealer or mailed, postage prepaid and insured, to Bambino, Inc. at P.O. Box 67B40, Los Angeles, California 90067, with a brief description of the problem, the date on which the problem was experienced, and proof of the date of purchase.

Units not qualifying for repair or replacement free of charge may be repaired for a service charge of \$10.00, if mailed postage prepaid and insured, and postmarked within one year of the date of purchase to Bambino, Inc. Payment must be made by check or money order.

Neither this LIMITED WARRANTY nor the post-warranty service is available if the damage or defect is caused by accident, act of God, consumer abuse, misuse, alteration, repair or from any cause other than factory defects in material or workmanship.

THIS LIMITED WARRANTY IS THE SOLE AND EXCLUSIVE REMEDY AND IS MADE IN LIEU OF ANY OTHER EXPRESS WARRANTY. BAMBINO, INC. WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER.

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Bambino Safari™ Stock No. ET-1101

ADAPTER ORDER FORM

**SPECIAL AC ADAPTER: STOCK No. ADP-E 0630 suc or ADP-E 0620 qfk
TO ELIMINATE THE NEED FOR BATTERIES.**

If the Bambino Special AC Adapter is not available at your local store, simply return this entire order form to Bambino, Inc. to order an adapter for your Bambino games. Please fill out both parts of the form clearly, in ink, and send it to the address below with a check or money order. NO CASH PLEASE.

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